```
455 REM  PRINT COPY
456 CLS
457 PRINT TAB 8;" PRINT HARD CO
PY ";AT 2,1;"ENTER";R$;AT 3,0;L$
;AT 7,0;L$;AT 5,0;"HOW MANY COPI
ES? ";
458 INPUT C$
459 IF C$="<=" THEN GOTO MENU
460 PRINT C$;AT 9,0;"NUMBER COR
RECT? (Y/N)"
461 IF INKEY$="" THEN GOTO 461
462 IF INKEY$="N" THEN GOTO 455
463 IF INKEY$="<=" THEN GOTO ME
N
464 LET X=VAL C$
465 PRINT AT 13,23;"  ";AT 11,0
;L$;AT 15,0;L$;AT 13,0;"FORMAT-
32 64 80 COL.? ";
466 INPUT C$
467 IF C$="<=" THEN GOTO MENU
468 IF NOT (C$="32" OR C$="64"
OR C$="80") THEN GOTO 466
469 PRINT C$;AT 16,0;"FORMAT CO
RRECT? (Y/N)"
470 IF INKEY$="" THEN GOTO 470
471 IF INKEY$="N" THEN GOTO 465
472 IF INKEY$="<=" THEN GOTO ME
NU
473 FAST
475 FOR A=1 TO X
477 LET G$=""
480 FOR J=0 TO Y-1
482 IF A$(J+1, TO 3)="   " THEN
GOSUB 500
485 GOSUB 510
487 NEXT J
490 GOSUB 500
492 IF X>1 THEN LPRINT TAB 0;"
";TAB 0;" ";TAB 0;" ";TAB 0;" ";
TAB 0;" "
495 NEXT A
496 SLOW
497 GOTO MENU
500 LPRINT G$
502 LET G$=""
505 RETURN
510 IF LEN G$>0 THEN LET G$=G$+
" "
512 FOR C=32 TO 1 STEP -1
515 IF A$(J+1,C)<>CHR$ 0 THEN G
OTO 520
517 NEXT C
520 LET G$=G$+A$(J+1, TO C)
521 IF LEN G$=VAL C$ THEN GOTO
500
522 IF LEN G$<VAL C$ THEN RETUR
N
527 FOR C=0 TO 32
530 IF CODE G$(VAL C$-C)=0 THEN
GOTO 535
532 NEXT C
535 LPRINT G$( TO VAL C$-C)
537 LET G$=G$(VAL C$-C+1 TO )
540 RETURN
```

7/2/85

DEAR ROD:

I HAVE WORKED OUT THE ENCLOSED PRINTER ROUTINE TO GET AROUND THE PROBLEM OF LARGER PRINTERS. AS LONG AS THE PRINTER WILL LPRINT STRINGS LONGER THAN 32 CHARACTERS, IT SHOULD WORK WELL ALTHOUGH IT IS A BIT SLOWER THAN THE CURRENT PRINTER SYSTEM. ITS ADVANTAGE IS THAT IT NEEDS NO MODIFICATION OF THE REST OF THE PROGRAM. IT WILL PRINT THE SAME MATERIAL IN ANY OF THE THREE LINE LENGTH FORMATS. NO LOSS OF MATERIAL WILL BE ENCOUNTERED BY CHANGING THE LINE FORMAT. THIS IS BETTER THAN CHANGING THE DIMENSIONS OF THE ARRAY. Z IN LINE 20 HAS TO BE A MAXIMUM OF 225.

THE SHORTER ARRAY IS A BIT OF A LOSS, BUT IT IS BALANCED BY THE FLEXIBILITY OF THE PRINTER ROUTINE. SPACE MAY BE SAVED AND USED IN THE ARRAY BY DELETING LINES 465-472 AND SUBSTITUTING 465 LET C$="80". THE NUMBER IN QUOTES IS THE LINE LENGTH FORMAT AND CANNOT BE ALTERED WITHOUT EDITING. IT CAN ALSO BE "64". I HOPE THAT THIS CHANGE IS HELPFUL.

THE UTILITY TAPE IS COMING ALONG ALSO. I AM WORKING ON A MCHINE CODE ROUTINE TO LOAD PROGRAMS TO BE MERGED ABOVE RAMTOP AND RETRIEVE THE MERGED PROGRAMS. THE RECENTLY PUBLISHED REM BUILDER IS A STAR PLAYER IN THIS EFFORT. IT IS BEING CHANGED COMPLETELY. IT WILL WORK ALMOST ENTIRELY FROM MACHINE CODE, I HOPE.

THE REM BUILDER IS IN FEB/MAR 85 T-S HORIZONS. I HAVE ADDED TO ITS USEFULNESS BY ALTERING A FEW FEATURES. HE SAYS THAT YOU CANNOT ALTER THE REM LINE NUMBER IF YOUR CODE CONTAINS 118D OR 126D. THE WAY THAT HE DID THINGS, HE IS RIGHT.

I ADDED THE SELF DELETING FEATURE. THIS GETS RID OF THE PROGRAM ABOVE THE LINE 50 REM. NEXT, YOU SIMPLY POKE 16510,0 (OR ANY NUMBER UP TO 255) AND VIOLA. THE LINE NUMBER IS NOW 0 OR ANY OTHER DESIRED NUMBER. IF YOU HAVE DESIGNED YOUR CODES TO WORK AT LINE 1 OR LINE 0, THEN YOU ARE DONE. SINCE THE EDITOR IS NOT USED TO ALTER THE LINE, NO PROBLEMS EXIST.

SINCERELY,

Glen Ten-Eyck

GLEN TEN-EYCK